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Introduction to *Pocket Guide 4*

Lesson 8:

Putting Games 1, 2, and 3
to a purpose

Lowering your horse's head using
The Porcupine Game^{#2}

Learn to pick up your horse's feet
from one side (without changing sides)
and clean them out

Driving your horse from *Zone 3* by
expanding Game 3, *The Driving Game*^{#3}

Lesson 9:

Getting your horse and
learning to lead with Savvy



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POCKET GUIDE 4



Partnership
Level

Pocket Guide 4

Level 1 Ground Skills

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Introduction

A BIG part of your *Level 1* journey is learning HOW to solve problems by applying the principles you are learning to situations you encounter with your horse. There are hundreds of principles taught in the Parelli Program. The situations that are the focus in *Level 1* relate mostly to safety for you and confidence in your horse, and for both of you, this spells a new level of respect.

There is NO course in the world that can account for teaching everything you will personally and specifically need to know when you are playing with or riding your horse. You will have to KNOW how to figure your own way to a solution. That means your knowledge has to be deep and remembered at the time of the situation. It has to be based on principles that relate to the highly variable experiences you may face. For this reason what you learn in the Parelli Programs IS principle based.

What we need to do is to help you see how the principles you are learning work in real situations. It's one thing to KNOW the principle of "Don't Force the Horse," but KNOWING it in a way that directs your behavior is another matter altogether. The faster you can make the connection between a Parelli principle and your experience, the faster

you will achieve some measure of independence in your learning and your horsemanship.

The first three games you learned are called the *Principle Games* because they are what you want to THINK about when you run into challenges when teaching your horse to do new tasks. They are the root of all *Seven Games*. For instance, if your horse shied away from you when you walked in his yard with an umbrella what would you think? What would you do? *Lesson 8* teaches you to THINK first, "Ah, this is a problem to solve with *The Friendly Game*^{#1}."

Learning how to use the *Principle Games* as the method to advance your horse's skills in general is the foundation you will need to teach him the remaining three *Purpose Games* (*Circling, Sideways, Squeeze*). You'll be prepared very well for learning the final three games in *Lesson 10*, and then you'll be right into it! By the completion of *Lesson 13* you and your horse will be playing ALL *Seven Games* and be complete with your *Level 1* Ground Skills!

Now that is something to get excited about.

There is a large amount of DVD footage you will study to support your learning. As your understanding and experiences grow we can offer more support that will fill in gaps and make sense to you now in a way they would not have done so earlier.

Lesson 8: Putting Games 1, 2 and 3 to a purpose

Introduction

The three *Principle Games* – *Friendly*^{#1}, *Porcupine*^{#2} and *Driving*^{#3} – are expanded upon throughout all of the *Levels* of your Parelli journey. This is simply because ALL of the maneuvers you want your horse to do, and any problems you encounter in *Level 1* and beyond, will be solved by improving or expanding upon one or more of these games. Read that last line again; it's a very important point!

The principle in play here is: Problems encountered when teaching new tasks to your horse, or asking for new behavior, are solved with *Games 1, 2 and 3*.

There is a reason why we do not encourage you to take the first games past a specific point in *Level 1*. *Level 1* is primarily about safety, basic skills, and developing a new relationship with your horse. To focus on refining the *Principle Games* at this stage would slow your progress in other areas of the Program.

We KNOW that you will return to these games over and over again, improving and expanding upon their quality during your time in the Parelli Program, right up to

Level 3 and beyond!

The idea of solving new problems by expanding or improving upon one or more of the first three games is an important principle. It is THE way we want you to be THINKING when you are playing with and teaching your horse and you both run into the confusion of – "You want me to do what?!"

Here's an example: You want to saddle your horse but he won't stand still.

You could use games to discover and solve the problem... Is he afraid of the saddle or pad? You could play *The Friendly Game*^{#1} with the saddle and pad to help him overcome any fears. Is he afraid of something in the environment? You could play *The Friendly Game*^{#1} with the objects around him to let him discover they are not a threat to his survival. Has he lost confidence in your leadership? You could play the *Seven Games* to remind him that you are alpha and the only thing he needs to pay attention to is you!

This is what we mean by expanding upon and improving the first three games to solve problems when teaching your horse. You will do this when and if he doesn't understand your communication, gets resistant or goes into right-brain prey animal behavior. This will happen over and over again as you progress in your life with horses and it's a great feeling that you'll know what to do.

Learning this NOW empowers you for the future and your independence as a learner and horseman! You will immediately apply this principle when you learn and teach your horse the remaining three *Purpose Games* in upcoming lessons.

In this lesson you will teach your horse three new useful tasks to put the first three games to a purpose.

1. Imagine you have a horse that pulls his head up out of reach when you try to halter him. You will learn to ask your horse to lower his head using *The Porcupine Game*^{#2}, and *The Friendly Game*^{#1} if he won't let you touch the top of his head!

2. Imagine your horse consistently puts his weight on the foot that you want to pick up (his foot, not yours!). You will learn to pick up all four of your horse's feet from one side (NOT at the same time!) by expanding upon *The Friendly Game*^{#1} to gain his confidence, and *The Porcupine Game*^{#2} to actually get him to pick his foot up for you.

3. Imagine you have to send your horse ahead of you because it is safer than leading him such as when you are trailer loading, sending him into his stall or through a gate that he would normally rush through... trampling you in the process! You will learn to drive your horse forward and to a specific place by expanding *The Driving Game*^{#3} while you're standing in *Zone 3* or next to the obstacle (gate,

trailer, or stall).

This lesson gives you a taste of HOW to improve or expand on the first three games and WHY you will need to do that on into the future. It is just a small example of putting principles to a purpose. This is an important lesson for you and for your horse.

Viewing assignment

Play DVD-3, Chapter 2, and watch the segment with Linda titled "*Putting Games 1, 2 and 3 to a purpose.*"

You will see Linda and her class playing simulation games specific to these tasks, and then demonstrations with horses learning these tasks.

When you are done viewing this Chapter, return here.

Lowering your horse's head using The Porcupine Game^{#2}

As you now know, *The Porcupine Game*^{#2} teaches your horse to yield from the feel of steady pressure (the opposite of yield is resist). There may be many situations when you need your horse to respond in this way without confusion or resistance. You might need this if he gets a foot tangled in something, has to duck under some obstacle, or respect

your space should you find yourself sandwiched between your horse and some solid object.

This lesson starts by teaching your horse to respond to *The Porcupine Game*^{#2} for a very useful task: putting on the halter (which one day will also mean the bridle).

Objective

- ★ Teach your horse to lower his head to the ground and raise it back up.

Tools

🖐️ Halter, 12-foot Line and Carrot Stick.

Directions

Lowering your horse's head to the ground is a yield from pressure applied on the top of the neck or head, behind your horse's ears.

With your horse haltered and the 12-foot Line draped over your arm as a safety net, place your hand on his neck behind his ears and play *The Friendly Game*^{#1}. Just rub him there in a pleasurable way until he relaxes. Some horses are really defensive in this area so you need to first gain his trust.

If your horse has a lot of trouble with *The Friendly Game*^{#1} in this area, do not proceed to *The Porcupine Game*^{#2} until he can really relax with this. This may take a few sessions. Just remember that slow and right beats fast and wrong!

If your horse is relaxed with *The Friendly Game*^{#1} in this area, you are now ready to ask him to yield to steady pressure. Using the *Four Phases* (hair... skin... muscle... bone...), press slowly and lightly in a downward direction and wait to see if he responds. Many horses either do nothing or push up against your hand. Some horses will panic, in which case you need to spend more time with *The Friendly Game*^{#1}.



The moment (and there are four moments in a second!) your horse makes a move in the approximate direction, immediately release your fingers and slide your hand along his neck towards his withers. Do this every time your horse lowers his head, even if it is just slightly. From the horse's point of view, he'd be thinking "how can I get them to put their hand back at my withers!?"

When he brings his head up again, slide your hand toward his ears before pausing behind his ears and applying pressure starting again at that very light *Phase 1*. It won't

take long before he'll keep his head down low until further notice, and your hand can stay at the withers instead of behind his ears trying to prevent his head coming up again.

If your horse starts experimenting in order to find out what you want, and he moves his head upwards or sideways, don't let it bother you. Maintain the pressure at the same level (for example, at *Phase 3*) until he tries dropping his head downward. Then release instantly. If you press harder when he's experimenting, your horse could get claustrophobic, panicky or even perceive you to be aggressive or forceful. Just know that when he's moving around, at least he's trying something. You'd only increase pressure if he wasn't trying anything. Remember to allow three seconds for each phase.

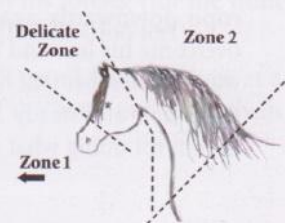
To raise his head up, press your fingers into his cheeks on both sides at once, use the *Four Phases* until he starts to raise his head. Stop and rub the moment he tries. Each time he gets rewarded for the slightest try he will try harder the next time.



Troubleshooting

☹️ Your horse raises his head too high and won't let you touch him.

😊 You'll need to get *The Friendly Game*^{#1} in the *Delicate Zone* and the top of *Zone 2* a lot better first. Use your *Carrot Stick* to help you reach, or sit up on a fence. Once you have



The Friendly Game^{#1} in place, get down on your knees and start gently combing the *12-foot Line*, hand-over-hand in a downward, slipping motion. This will apply steady pressure to the area behind your horse's ears, just where your hand would be. Allow the feel on the rope to start growing steadily firmer by gradually closing your grip until your hands stop and maintain a steady pressure on the rope.

Hold steadily until the horse gives a little downward or sideways (not upwards) then instantly release. Repeat until he understands what you want and responds by *Phase 2*.

If your horse throws his head up in alarm, don't trap him and pull down harder or he'll fight it due to feeling claustrophobic. Instead, try to keep the pressure the

same even though he's gone upwards, even releasing the rope slightly so it can slide through your partially closed hands. Then restart your methodical combing of the rope downwards again. This way you'll help him overcome his fear and finally understand what it is you want. Remember that horses are claustrophobic animals so go slow and steady... teach him... and don't get mad at him for doing what nature programmed him to do!

Learn to pick up your horse's feet from one side (without changing sides) and clean them out

This is a technique Pat learned years ago from watching some savvy grooms at the race track. They could pick up all four feet and clean them out without going to the other side of the horse. Not only is this a time saver, it's a fun technique to use and a great relationship test!

This challenge ensures that you don't avoid playing *The Friendly Game*^{#1} in *Zone 4*. It is very important that your horse gains confidence with you in that *Zone* as there will no doubt be times when it is necessary. You don't want to wait until you need to bandage a back leg to start this process! The savvy key to everything is preparation.

Objectives

- ★ To teach your horse to pick his foot up for you when you squeeze the chestnut on his foreleg (for the front feet) or the cap of his hock (for the hind feet).
- ★ To eventually be able to pick up all four feet (one at a time) from the same side of the horse and clean them with a hoof pick.

Tools

 Halter, 12-foot Line, Carrot Stick and Savvy String.

Directions

The closer your body is to your horse's body, the less likely you are to get hurt if the horse should kick.

The farther away you are, the easier it is for a kick to hit you with full force. You should not be attempting this task until your horse totally accepts you in his space and you can play *The Friendly Game*^{#1} with his hind legs.

Step 1. Play *The Friendly Game*^{#1} first. Stand near your horse's ribs, and use your *Carrot Stick* to investigate how calm and confident your horse is about his back legs being touched. If he can stand calmly while you do this, the next thing you can do is attach your *Savvy String* to your *Carrot Stick* so you can gently throw the string around his hind legs

while you stand in *Zone 2*. Give your horse a slack line so he can drift a bit if he needs to. Don't tie him up or hold tight! You're looking for acceptance, not force.

If your horse can stand still and calm through all of this, he's telling you that he's not defensive and is now more trusting of your good intentions.

Now you can try another step: throw the end of your 12-foot *Line* around his hind legs. All of these little *Friendly Games*^{#1} will help prove to your horse that he can trust you and your "toys," and that you are not going to harm him in these parts of his body.

If your horse needs more than one session to feel comfortable with this, take as much time as he needs. Doing this will ensure he is ready to begin this task.

Now you should be able to start using a pleasurable kind of firm rubbing motion on the hindquarters, working your way down his leg using approach and retreat. Don't just go straight for the lower leg! It startles horses, causes them to be defensive! Be friendly and let the horse know it's coming. You can solve a lot of leg problems just through playing *The Friendly Game*^{#1}!

Note



This is where inferior rope products can get you into trouble. If the rope is too short, too flimsy or too heavy

it will not only make it difficult to handle but can convey the wrong feel to the horse, tickling him or whacking him. The Parelli ropes are specifically selected to make sure they convey the feel that you intend.

Step 2. Teach your horse to pick up his hoof and hand it to you. You'll do this by squeezing the chestnut located above his knee on the front legs, and by squeezing the cap of the hock on his hind legs. You will apply the *Four Phases* when you squeeze.

By squeezing the chestnut and the cap of the hock you'll find the horse will shift his weight over and pick up the foot for you. If you were to squeeze any farther down the leg, like squeezing the tendons, the horse would lean onto the leg which would make it harder to pick up.



Start with the left front leg first. Stand with your feet parallel to your horse, facing toward his hind end. Rub the chestnut to let your horse know you are *Friendly*, then begin

to squeeze. Start with just a gentle squeeze and get increasingly firmer (*Phases*) until you feel your horse start to shift his weight off that leg. Quit and rub immediately when you start to feel this so your horse knows that he did the right thing.

With a little repetition, it will take barely a squeeze on his chestnut and your horse will politely lift his hoof for you. When he does lift his hoof for you, hold it in your hand and be friendly with it. Don't hold it for too long the first time. Then put it down.

Now you can teach him to do the same with his right front, standing on his right side. Then his left hind from the



left side, and finally his right hind from the right side. You will squeeze the cap of his hock (not the chestnut) when you teach him to pick up his hind feet.

Once your horse is confident with you picking up each foot from each side this way, you can try picking up each

foot *without changing sides.*

Start by standing on the left side of your horse, remember your toes should be pointing toward the hind



end, your feet parallel with his body. Ask him to pick up his left front, hold it in your hand, then put it back down and reach under his belly and squeeze the chestnut on his right foreleg. When he lifts it up, simply pick up the foot and rub it. Then, try the same task from his right side.

For the hind leg, stand close to the left hind, your shoulder touching his stifle (the hind leg joint near his



flank) or thigh. Reach behind his leg and after rubbing it, squeeze the cap of the hock on the farthest leg, the right hind until he lifts his foot. Gently pick it up and bring it out really low and slightly behind his left leg, almost like they are crossed but don't be that extreme! Holding the toe of the hoof itself is usually a good spot. The reason you want to pick up the "other" leg is because they can't kick you with a leg that is bearing all their weight – the one closest to you.

The whole time you are doing this, think affectionate thoughts and keep showing your horse that you can be trusted... lots of pleasurable rubbing in between.

Each time you pick up a foot, spend some time massaging it all over... hoof, fetlock, cannon bone. Make it feel good.

Once you can do all of the above, you can then go on and actually clean out his hooves with a hoof pick. Any time your horse gets anxious, go back to massaging, even put down his foot and change feet... whatever it takes to reassure your horse that he's okay.

Pitfalls

 Not playing enough of *The Friendly Game*^{#1} before starting, and throughout every session.

Troubleshooting

-  Your horse gets scared or defensive, can't stand still, may even try to kick.
-  Don't do anything but *The Friendly Game*^{#1} until you feel totally confident about your horse accepting you around his legs. Acceptance means he stands still, is relaxed, head lowered.

Use the *Carrot Stick* at first so you can keep well out of range and then gradually replace the stick with your hand, even if that means shortening the stick bit by bit until it's your hand touching the horse. When you are playing with his hind legs, stand close to his shoulder, your body touching his.

Important: a horse will kick more out of self-defense or fear than anything. Use plenty of approach and retreat because this is the most reassuring thing you can do for your horse. You have to prove to your horse beyond any shadow of a doubt that he can trust you.

Don't feel like you have to get this accomplished now if you have a difficult horse on your hands. It's something you can keep coming back to over the entire *Level 1 Program*. As he gets more respect and confidence in you, these problems simply go away. However, that said, this is NOT a task you want to avoid. For those of you who are interested, it is also one of the tasks included on the

Official Assessment for Level 1.

☹ Your horse won't keep his foot up, tries to pull it away.

😊 Don't worry and don't hurry! Try to keep his foot in your hand without fighting his movement. Move back and forth with him almost as if you are not there. When he is still, put his foot down, play *The Friendly Game*^{#1} and start again. Also, there is no problem with letting the foot go if you can't hold on.

Just rub him and start again. Whatever you do, don't fight him. It will only make things worse. This is about giving the horse confidence, not winning the struggle.

One other strategy. If you need an extension of your hand, you can loop your 12-foot Line around his leg and hold it this way. Sometimes that makes it easier for you to follow his movements.

Driving your horse from Zone 3 by Expanding Game 3, The Driving Game^{#3}

As with the first two games, you will find in the future that problems you encounter both on the ground and as a rider are solved by returning to, and improving upon, *The Driving Game*^{#3}. This part of the lesson will give you an experience of the kind of improvements you will be working toward.

Objective

- ★ To be able to stay in Zone 3 next to your horse and drive him forwards toward different objects.

Tools

🖐 Halter, 12-foot Line, and Carrot Stick.

Directions

This exercise is great for communicating direction to your horse. It is also great preparation for the future when you want to guide your horse while riding.

Stand in Zone 3 with your 12-foot Line in your outside hand and your Carrot Stick in your hand closest to your horse. Hold the Carrot Stick over the top of your horse's back.

You are going to drive your horse forwards toward something while you stay in *Zone 3*.

Play *The Friendly Game*^{#1} with the *Carrot Stick* first to make sure he feels confident with you holding it in this position.



Now ask him to move forward by lifting your *12-foot Line* up and pointing it forward and lightly tapping him at the back of *Zone 3*. (Use your *Phases* as necessary.)

When your horse is walking with you, just hold the stick above his back. There's no need to tap when he's moving; you only need to tap to *start* him moving.

Stay in *Zone 3* and walk along beside him and see if you can make turns to the right and left:

If you are on your horse's left side and you want to turn right, you will need to look and walk in that direction and if your horse does not follow your focus, drive *Zone 1* or *2* by tapping the air with your left hand (the one that's holding the lead rope) so he turns in that direction. If he does not turn, you will need to increase your phases. *Phases 3* and *4* would be tapping *Zone 1* or *2* like you did in *The Driving Game*^{#3} with the *Carrot Stick* to yield the front end around.

If you are on your horse's left side and you want to turn

left, you will need to look and walk in that direction. If your horse doesn't turn with you, you will need to reinforce the direction by leading his nose with your left hand and supporting the outside of *Zone 2* by tapping with the stick.

Once you've got him going confidently forward and you're able to make turns, pick something to drive him to.

Pick targets like barrels, coats or saddles on the fence, a tree, a bucket, etc. to drive him toward.

Keep your eyes on where you're heading him and keep his nose pointed right at the target. You'll actually have to be a little to the side of the target so it's his nose that gets there, not yours!

When you get there stop and rub him until he relaxes and realizes his goal. Quite often, the horse will get curious and want to sniff it. Stay there until he is calm, even if he doesn't want to get close to it. Pretty soon he'll be looking for things to go toward and his confidence will grow. Once he's more confident he'll start sniffing eagerly. It's as though the game becomes "let's see what I can get you to put your nose on!"

This is one of the best confidence builders for a horse and it also prepares him to be directed by you... which one day will also serve you well when riding. Right now the more confidence you both can develop, the better.

As both of you get better at doing this, try changing sides. You want to be able to do this from both the right and the left side of your horse. Every time you do this, pick between three and six targets to do in a session.

Pitfalls

-  *Looking at your horse* instead of where you are going. You need to have a strong focus on where you are going so your horse can follow your lead.
-  *Giving up too soon...* Horses are great at trying to redirect your focus! If he does everything but start moving forward (goes sideways, backwards, doesn't move), don't stop while he's doing this or he'll think that's what he's meant to do. Keep looking forward and tapping. When he makes the slightest move forward quit and rub so he realizes that moving forward is what you want. Then begin again. It won't be long before one step builds to two steps, two to three and soon you'll both be confidently walking to where you want to go. If your horse overtakes you, bump the lead rope until he slows down, then continue.
-  *Not starting at Phase 1 or going to Phase 4 if necessary.* Starting at *Phase 1* is the most polite way you can ask a horse to do something. Not going to *Phase 4* if necessary causes your horse to think you really didn't mean what you were asking!

Lesson 8 Check List

- ☐ You can get through the basics of *Games 1, 2 and 3* in five to eight minutes.
- ☐ You can ask your horse to yield his head downward until his nose is almost touching the ground, and he'll keep it there for the count of ten, your hand on his withers, until you ask him to lift it up again.
- ☐ You can pick up your horse's feet, all four from standing on one side, and be able to clean them out with a hoof pick.
- ☐ You can drive your horse forwards, make right turns and left turns, while you are in *Zone 3* on either the right or left side of him.
- ☐ You can pick three targets and drive your horse directly to each one and have him stop and sniff them.

Remember the whole point of this lesson is to make certain that you understand that the first three games are at the heart of all that you do with horses. You can use them to solve problems and to help teach your horse new tasks.

Success Map

Place a check mark on your *Success Map* to indicate that you have completed the tasks for *Lesson 8*.

Get Creative... sooner rather than later

In *Levels 2 and 3* you will have lessons that expand upon the first three games to support other activities. Between now and then continue to play the first three games in your warm ups.

If you find yourself doing them the same way everyday and you're getting bored and your horse is getting bored, then use this lesson as a way to think about how you might get creative with the first three games. Drive him to an object, lower his head, *Friendly Game*^{#1} with different things (don't get too crazy with things like umbrellas and balls, etc. yet!).

Rather than doing nothing with these games you will be doing a useful something and developing your relationship and leadership.

In the "*Level 1 Challenges and Tasks*" section of your *Log Book* you will find some imaginative tasks that may be helpful.

Lesson 9: Getting your horse and learning to lead with savvy

All the good work you have been doing with your horse can be undone if you now begin to barge into his "bedroom," catch him without permission and take him to DO something.

In *Parelli Natural Horse•Man•Ship* there is a way to "get your horse" and to lead him with savvy that supports your developing relationship. It centers on ASKING PERMISSION...

Viewing assignment

Play DVD-3, Chapter 3, and watch the segments with Linda, Stephanie, and their *Level 1* class, titled "*Go get your horse and leading with SAVVY.*"

Here you will learn about the "savvy way" to enter your horse's corral or pasture, what to do before you take your horse out, how to lead with savvy, and how to safely handle a horse that tries to take over when you're leading him.

When you are done viewing this Chapter, return here.

Objectives

- ★ To know the polite way to enter your horse's corral or pasture.

- ★ To know how be safe when leading your horse using blocks, *Driving Games*^{#3}, and rope handling savvy.
- ★ To be able to use the whole of your *12-foot Line* as a communication tool.

Tools

 Horseman's Halter, 12-foot Line, Carrot Stick and Savvy String.

Go Get Your Horse with Savvy

Before you begin – IMPORTANT: In this lesson you may find that your horse needs you to have more savvy before he will respond to the communication you try with him. If in any of the steps your horse gets scared, stop and go back to something he allows you to do comfortably (such as *The Friendly Game*^{#1}).

For those of you who have horses who by nature are settled and relaxed with you and all these new things, please do this lesson completely before moving on.

Directions

Step 1: Go to your horse's corral or pasture. Stand at the gate or fence, and watch what your horse does. Does he turn his hind end to you? Does he walk away? Does he look at you then look away? Does he look, then turn to you? Does

he look at you and walk or trot to you? All these actions are very important feedback for you.

If he turns to look at you, better yet comes over to you, great, he's giving you permission to enter! You can enter and rub him. If you can find his itchy spots he'll think it was a REALLY good idea to come over!

If he turns the other way, or starts walking away, you'll need to think... "Hmmm, how interesting!" If this happens, you could wait and see if he gets curious, and finally comes over to invite you in. Or you could enter his stall and play approach and retreat, eventually getting to where he will sniff your outstretched hand, and then you can start rubbing him, showing him that being with you is a good place to be. (*You might want to refer back to your lessons in Pocket Guide 1.*)

Step 2: Now you can halter your horse, and begin to play *Games 2, 3 and 4*. Doing this will let your horse know that you are still the leader – remember, in the herd, horses vote for their leaders every day! Every time you see your horse you will need to reestablish your leadership by using the *Seven Games*.

You don't need to play the games for very long. Just enough to see that he is calm, paying attention to you, and responding to your directions.

Step 3: Now you're ready to go out of the corral or pasture. A great exercise for your horse to learn is to back through rather than go forward through the gate.

Many horses rush through gates because they feel claustrophobic – a prey animal's survival relies on not going through or into tight spaces! Teaching a horse to back through a gate will help him become calmer and braver, not just with gates, but other tight spaces as well.

The hardest way to begin this would be to just start with your horse's tail (*Zone 5*) at the gate. If he's worried about going forwards through it, he'll be even MORE worried going backwards through it! So you'll actually need to approach this with an attitude of 'baby steps.'

With your horse on a 12-foot *Line*, walk over to the gate and stand with your back to it. Play *The Yo-Yo Game*^{#4}, backing your horse away from the gate, and then bringing him back in to you.

Now open the gate and play *The Yo-Yo Game*^{#4} again, standing in the same place as you were the first time (still inside the corral). Now take a step back so you are standing in the opening of the gate and play *The Yo-Yo Game*^{#4}. Now take another step back and continue to play *The Yo-Yo Game*^{#4}.

As you take each step back you will see that your horse's body will be progressively coming forward and back through the gate. First the tip of his nose, then back. Then up to his ears, then back. Then his neck, then back. Then his chest, then back. Then his withers, then back, and so on.

Each time your horse gets to back away from the gateway you should allow him time to stop and think about what just happened. He'll learn that it is possible to back through and away from a gate (*approach and retreat*), not just go forward or run through it as he did in the past.

By doing this in such small 'baby steps' you will help him develop the confidence he needs to do this task. By the time you get his whole body through, he'll be very used to the pattern of forwards/backwards through the gate. He'll have had time to learn that being in that gateway is not a threat to his survival, so when you ask him to *Yo-Yo* backwards he will quite naturally just go backwards through the gate.

Practicing this task will make enormous changes in your horse's attitude toward gates. In the future, you can pick and choose whether you want to go forward or backwards through a gate. But the great thing about this is that when you approach a gate your horse will actually stop and appear to ask the question, "do you want me to back through it?"

Leading your horse with Savvy

Learning to lead your horse with savvy will require different things depending upon how you have been leading your horse and how your horse behaves when you first offer him more rope. You may need to use 'blocks', send strong energy down your *12-foot Line*, a power position and some fancy foot work.

The whole idea is to set it all up for success and then do the appropriate thing according to what your horse does.

Leading your horse with savvy is about teaching your horse to walk respectfully and relaxed **BEHIND** you. That's all he has to do, but to get there you have to teach him what **NOT** to do.

Most people hold horses too short, too close and too tight. For some of you this is your first well-ingrained habit that you will need to break. It is important that you allow a horse to drift away from you whenever he gets worried because a prey animal needs to move his feet. But, of course, by giving him more rope so he can drift means he can do a lot of other things – like run over the top of you, push on you or pull you around. (But that's what happens on a short rope too!) Believe it or not, you're going to have more control on a longer rope because you'll have other strategies to change his behavior.

We understand why people think holding the horse close is safer. This is what they see others do, it also makes them feel like they have more control, so they do it too. But that is not the savvy or truly safe way, and your goal is to be a true leader that is respected by your horse. This is a key element throughout the Parelli Program.

Savvy means safety. To be safe you have to be a **LEADER** for your horse. You will learn to **LEAD** with focus and purpose and your horse will learn to do his job, which is to **FOLLOW** and not run over you.

Directions

Step 1: Go get your horse with savvy, asking permission all the way.

Step 2: Think about a place you want to take your horse.

On the way, allow him to stop and graze. You pick the spots starting with one that is right outside his pen, pasture or stall.

Don't pull on his head while he is grazing. Let this be a "Wow, they come get me and take me to graze!!" experience for him. After a few minutes start walking toward another spot. If he keeps his head down and doesn't follow, simply hold the rope firm until he does, preferably without looking at him. If he's really persistent in ignoring you, wiggle the rope until his head comes up and then move on.

If he tries to invade your space, use blocks and *Driving Games*^{#3} to protect your space. If he tries to overtake you and ignores your blocks, turn 180 degrees in the opposite direction, driving his hindquarters away as you do this.

Do this as many times as you need to so he begins to see that overtaking you is really not a good idea! If he follows politely behind he gets left alone. If he overtakes you he runs into uncomfortable consequences.

You shouldn't go to your destination in a straight line. Follow a winding route, moseying along from one eating spot to the next. This helps your horse realize you have great ideas and are worth following!

Each time you lead your horse somewhere from now on keep this technique in mind. You'll make going from A to B a much more interesting experience for your horse.

Lesson 9 Checklist

- ☐ You can "get your horse" with savvy: your horse faces you, invites you into his space with a nice look in his eye, or even approaches you. He also stands still while you put the halter on.
- ☐ When leading, you can offer the horse lots of rope, not less than half, and it doesn't make you feel as if you are out of control because you have many new arrows in

your quiver that you can draw from according to what your horse does.

- ☐ You can "mosey" from one point to another with your horse following behind and you know what to do if he overtakes you.
- ☐ You can back your horse through a gate using *The Yo-Yo Game*^{#4}.

Success Map

Place a check mark on your *Success Map* indicating that you have completed the tasks for *Lesson 9*.

You are now ready to move on to Pocket Guide 5